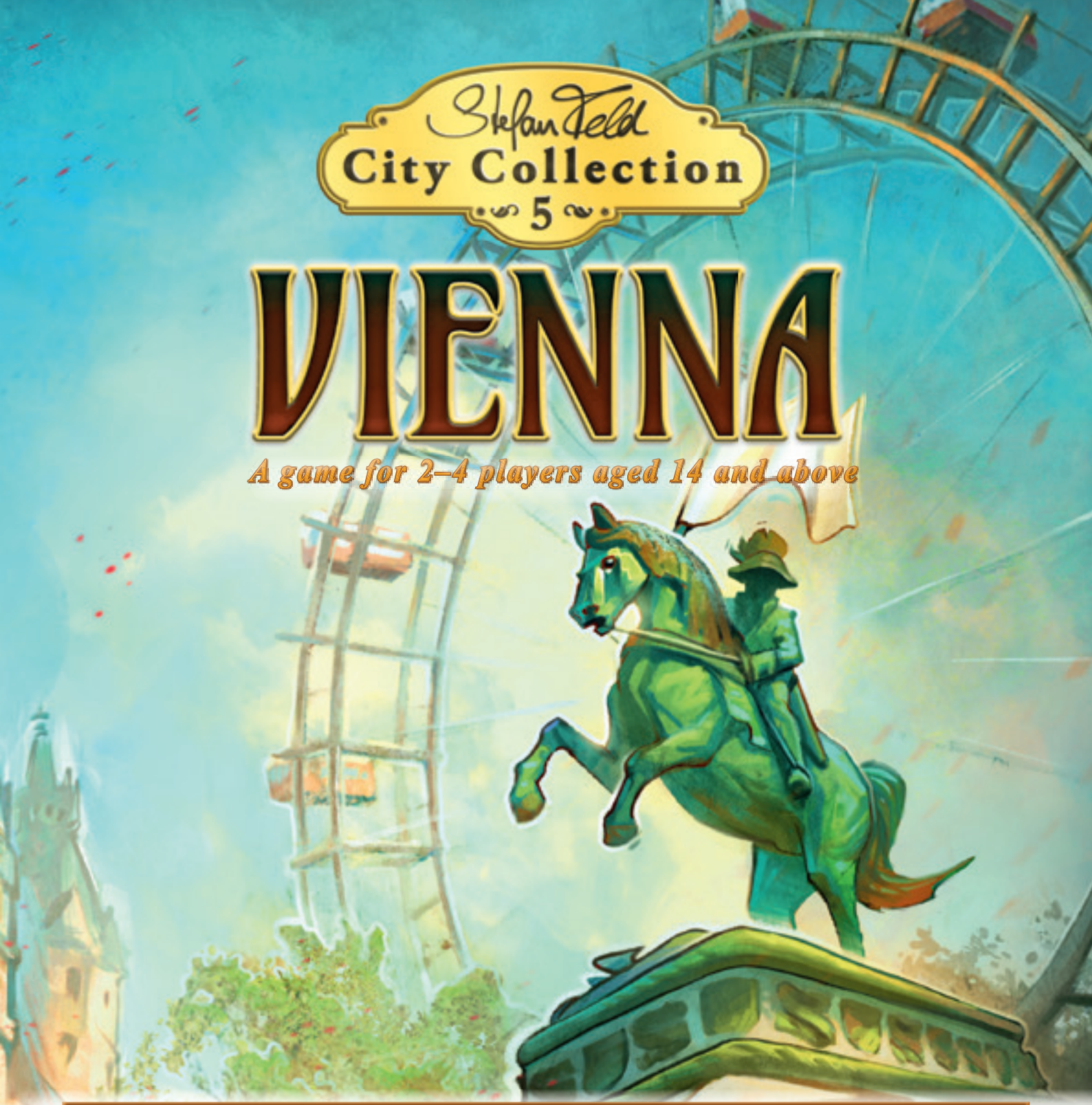
Stefan Feld
City Collection
5

VIENNA

A game for 2–4 players aged 14 and above



GENERAL OVERVIEW

One agent alone will not do!

You are the brains of competing nongovernmental secret agencies in post-war times around 1950, steering your agents on the streets of Vienna. Your agents are looking for top-ranking whistle-blowers and their secret information on culture, administration, religion, nobility, and science.

You send your agents to different buildings in Vienna to control the neighboring squares, where the whistle-blowers are supposed to meet you and share their secret information. It is your aim to track down and seize these items that are of great value to you.

In each round, you play cards that support your chase for secret information in one way or another. You may upgrade your actions, obtain new bribes that will help your agents to infiltrate the buildings controlled by various nations, or increase your knowledge about the secrets you have already gotten hold of.

The player with the most points at the end of the game is the winner!

COMPONENTS for the Introductory version

- **1 game board** *(side with Prince Eugene of Savoy statue)*

- **1 secret information board**

- **1 investigation tile**

- **1 investigator standee**

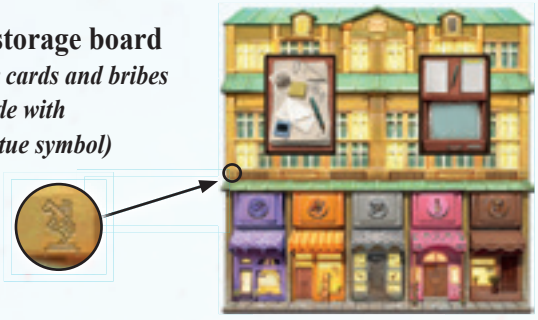
- **5 secret information tracking tokens,** *(Acrylic for the Deluxe version) 1 each of*

Flask *Handgun* *Briefcase* *Microfilm* *Slide*

- **45 secret information tiles,** *(Acrylic for the Deluxe version) 9 each of*

Flask *Handgun* *Briefcase* *Microfilm* *Slide*

- **1 storage board** *for cards and bribes (side with statue symbol)*



- **90 cards** *(nos. 001 - 090)*

- **100 bribes,** *20 each of*

Chocolate (purple) *Wine (pink)* *Magazine (orange)* *Coffee (brown)* *Tobacco (gray)*

- **30 flag tiles of 5 nations,** *6 each of*

USA *USSR* *France* *United Kingdom* *Austria*

- **1 city crest (Vienna)** *first player token*

- **1 cloth bag**

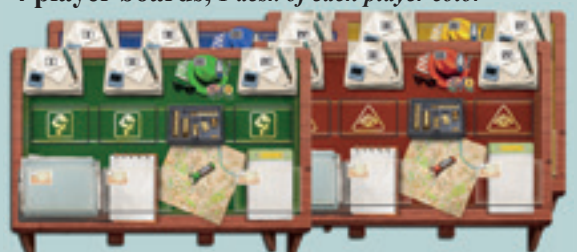
- **1 rules booklet & 1 addendum**

Individual components in 4 player colors (yellow, red, blue, and green)

- **28 agents,** *7 of each player color (Acrylic for the Deluxe version)*

- **4 scoring markers "100/200" Pt.,** *1 of each player color*

- **4 player boards,** *1 desk of each player color*



Please prepare the player boards before your first play as shown on page 16.

- **4 player aids** *1 for each player*

EXTRA COMPONENTS for the Advanced version

- **1 game board** *(side with Prater)*

- **1 storage board**
  for cards, missions, and bribes
  (side with Prater symbol)

- **1 storage board "next-door house"**
  for money and desk tiles

- **60 missions**

5 "S" starting missions, 30 "A" missions, and 25 "B" missions

- **85 cards** *(nos. 091 - 175)*

- **5 purchase tiles**

- **2 payday tiles**

- **42 coins** - *32x 1 shilling, 10x 5 shillings*

Individual components in 4 player colors (yellow, red, blue, and green)

- **4 side tables,** *1 of each player color*

Please prepare the dide tables before your first play as shown on page 16.

- **16 desk tiles**
  4 of each player color, 1 each of:

seal

road map

cash box

telephone

- **8 agents,** *2 of each player color*
  (Acrylic for the DELUXE version)

EXPANSION 1:
The third man *(page 16)*

- **1 Stefan Feld standee**

EXPANSION 2:
Stefan Feld Agents for all players *(page 16)*

- **4 Stefan Feld standees in 4 player colors from the SFCC games HAMBURG, AMSTERDAM, NEW YORK CITY, and MARRAKESH** *(not included!)*

SETUP for the Introductory version

General Components

1) Place the game board in the center of the playing area, the side with Prince Eugene of Savoy statue visible.

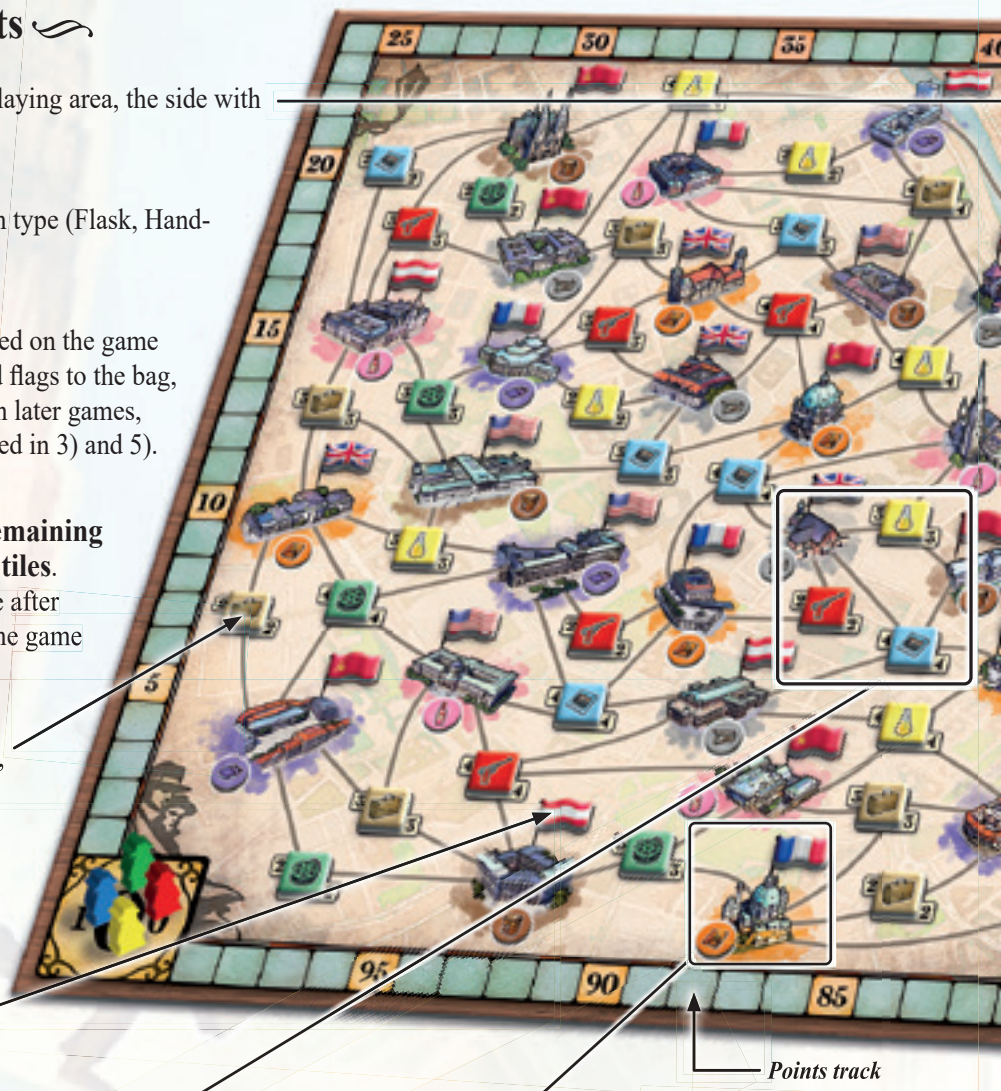
2) Place aside 1 secret information tile of each type (Flask, Handgun, Briefcase, Microfilm, Slide).

Note: For your first game, use the flags printed on the game board. Skip the part of step 3) where you add flags to the bag, and step 5). If you want some more variety in later games, use instead the flags from the bag, as described in 3) and 5).

3) Take the cloth bag, and fill it with all **40 remaining secret information tiles** and all **30 flag tiles**. Mix all these tiles well. Then, draw one tile after the other from the bag and place them on the game board, as described in 4) and 5).

4) When drawing a **secret information tile**, place it face up on an empty square space. Start filling spaces from the top left, and proceed from there to the bottom right. Make sure all numbers next to the squares remain visible.

5) When drawing a **flag tile**, place it on an empty flag space above the buildings. Start filling spaces from the top left, and proceed from there to the bottom right.

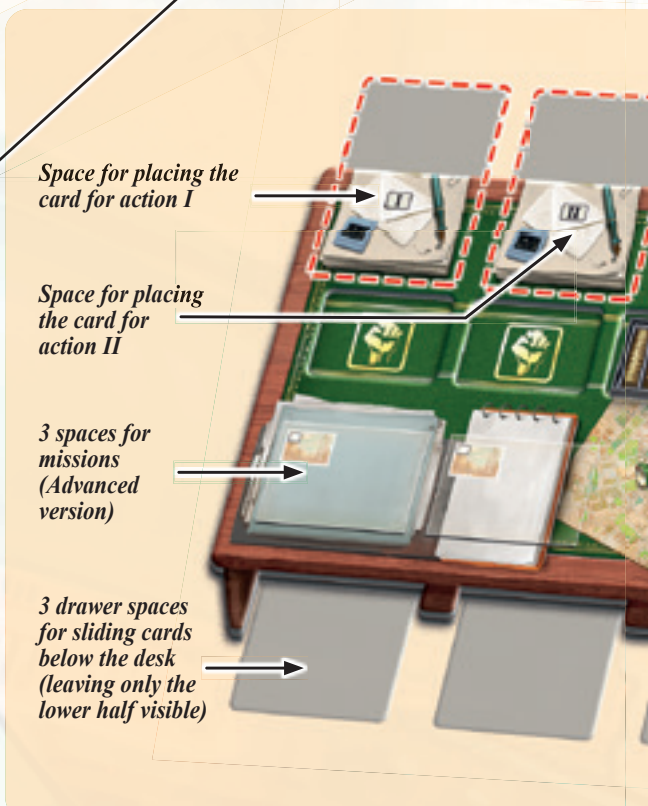


Each square is connected by 2 to 4 roads to adjacent buildings.
The number of connecting roads is shown next to each square. It is equal to the number of points a player gains if their agents are on all adjacent buildings, taking the secret information tile from the square.

Each building has 2 features:

1) The nationality, shown by the flag.

2) The background color, corresponding to a certain kind of bribe, as shown below the building.


Space for placing the card for action I
Space for placing the card for action II
3 spaces for missions (Advanced version)
3 drawer spaces for sliding cards below the desk (leaving only the lower half visible)

6) Place the **storage board** next to the game board, the symbol of the statue visible.

7) Shuffle the **cards** (nos. 001 - 090) and stack them face down, as draw pile, on the designated space of the board. To its right, a face up discard pile will be formed during the game.

8) Sort the different **bribes** by kind, placing the tokens on the spaces of matching color.This is the common supply.

9) Place the **secret information board** next to the game board.

10) Place the 5 **secret information tracking tokens** on the starting spaces of matching color, to the left of each track.
Place the **investigator**, for tracking the progress of the game, on the starting space of the roof (space A, with the magnifying glass).

11) Place the **investigation tile,** with the depicted side up, on its designated space on the secret information board.

Player's components

Space for placing the card for action IV
Personal supply of agents (to be placed in action III)
4 spaces for desk tiles (Advanced version)

12) Each player chooses a player color, and takes the following components in their color:

- **1 desk,** placing it in front of them.
- **7 agents,** placing 6 of them above their desk, and 1 on the "0/100" space of the points track.
- **1 "100" scoring marker**, placing it next to the points track. When a player gains more than 100 Pt., they take their scoring marker, placing it next to their desk.
- Each player takes **1 bribe each of Chocolate, Wine, Magazine, Coffee, and Tobacco**, placing them next to their desk.

13) Assign 1 random **secret information tile** to each player: Put in the bag the 5 secret information tiles initially set aside. Each player draws 1 tile, placing it next to their desk in plain view. Return to the box any remaining tiles (1–3), the bag, and any other unused components.

14) Give the **city crest** to the player who was last in Vienna (or closer to it): That player is the first player.

PLAYING the Introductory version

The game is played over several rounds, each consisting of 3 Phases:

1) Card phase **2) Action phase** **3) City crest phase**

Each round begins with the **Card phase**:
Each player draws 3 cards and assigns 1 card to each of the actions I, II, and IV, by placing them face down on the spaces above their desk.

This is followed by the **Action phase:**

Action I:	**Place 1 card in a drawer**
Action II:	**Obtain 1 bribe**
Action III:	**Place 1 agent or take 2 bribes of one color**
Action IV:	**Move 1 secret information tracking token 1 space to the right**

Note: The abilities of cards slid into drawers in **action I** can override the general rules of this rulebook.
The rules of these cards always prevail.

This phase is followed by the **City crest phase:**
Give the city crest to the next player in clockwise order. This ends the round.

The end of the game is triggered when the investigator on the roof moves to their final space (which depends on player count), in phase 3). The current round is followed by 1 final round.

1) Card phase

At the start of each round, each player draws **3 cards** from the draw pile as their hand. They may do this in any order.

Note: When the draw pile is exhausted, shuffle the discard pile and use it as the new draw pile.

Simultaneously, all players assign each of their 3 cards, **face down**, to each of the 3 action spaces above their desk showing a half-card back. This determines which card will be used for each action. Note that card sections may only be used for the displayed actions (see below).

After all players have assigned their cards, the game proceeds to the action phase.

Example:
Jan has drawn these cards (shown here face up for a better understanding) and placed them above his desk. He will slide the leftmost card into a drawer below his desk in action I, use the second card from the left in action II, and use the rightmost card in action IV.

Card anatomy

Each card is divided in 3 areas:

The 2 **top areas** apply either to **action II** (left), obtaining a bribe, or **action IV** (right), moving a secret information tracking token.

The **lower area** shows a special ability, depicted by icons. This ability can only be used if the card is placed into a drawer in action I. In most cases, this ability overrides the general rules or improves them in favor of the player. Depending on the card, this ability can be used in **action II, III, or IV.**

Each card is identified by a specific **number** in the bottom right, for ease of reference in the addendum, which provides a detailed explanation of all cards' abilities.

Effect of the card when revealed in action II: In this case the player takes 1 Wine bribe from the common supply.

Effect of the card when revealed in action IV: In this case the player advances the Microfilm tracking token 1 space.

Abilities of a card which can only be used if placed in a drawer in action I.

Action in which the ability can be used: This one can only be used in action III.

Card number

2) Action phase

The player holding the city crest is the first player in this phase, performing actions I - IV one after the other.
The other players follow in clockwise order, each player performing those 4 actions consecutively.

Action I:
Place 1 card in a drawer

The active player **moves** the card assigned to **action I** (leftmost above their desk) face up into any **drawer below their desk**, leaving the lower half of the card visible. The visible **ability** can be used in the action shown, during this round and all following rounds, as long as the card remains in that drawer.

During the first 3 rounds, you can fill each empty drawer below your desk once, 1 per round. Starting from round 4, you **must** exchange any **1 card in a drawer for a new one**.
Place the removed card face up on the discard pile.

Important: You may never have more than 1 copy of an identical ability in your drawers.

Example:
These two cards are <u>not</u> allowed to be in the drawers at the same time.

You may combine the abilities from cards in your drawers or use them at different times of the round, depending on the card.
As a general rule, you may use these abilities but are not obliged to do so.

Example:
All 3 drawers of Jan's desk are filled already. He decides to discard the leftmost one, because the other two cards work well together. Then, he reveals the leftmost card above his desk and slides it into the now empty drawer. He may use the effect of this card in action II (see below).

If he places one of his agents on a building controlled by the USA (flag) in action III, he will gain any 1 bribe and 3 Pt., thanks to the other cards in the drawers.

Action II:
Obtain 1 bribe

The active player reveals the card assigned to **action II** (second from the left above their desk), and places it face up on the discard pile. Then, they **take the bribe shown on the top left** of the card from the common supply, placing it in their personal supply next to their desk.

Note: The supply of bribes is not limited.
If any kind is exhausted, use any suitable substitute.

Example:
Jan reveals this card in action II, using its upper left part which corresponds to the current action:
He takes 1 Wine bribe from the common supply.

Example:
Thanks to the card placed in the first drawer in action I, Jan receives 1 extra wine when taking wine in action II.
He thus takes a second Wine bribe from the common supply.

Action III:
Place 1 agent or take 2 bribes of one color

The active player **places 1 agent** on any building on the game board. They may take this agent from their **personal supply or move 1 of their agents** from any building to any **other** building. Agents of different players may be placed on the same building, but only 1 agent of each player can be on a building.

Note: You may move your agents on the game board even before having placed all agents from your personal supply.

All buildings have 2 features:
- a **nationality** (USA, USSR, FR, UK, AT) and
- a **background color** (purple, pink, orange, brown, gray) matching a bribe, which is depicted as well.

When an agent is placed on a building, make sure that its nationality and color remain visible.

There is a **cost for placing an agent** on a building:
The player must pay **2 bribes of the color matching the background color** of that building.

If you do **not want to place or move an agent, or cannot do so**, take any **2 identical bribes from the common supply** instead.

Example:
Anna places her agent on a purple building. She returns 2 purple bribes (Chocolate) to the common supply.

Example:
Ulrich does not own the necessary bribes for the building he plans to place his agent on. He chooses to take 2 Wine from the common supply so he can implement his plan in action III of the next round.

The secret information tiles

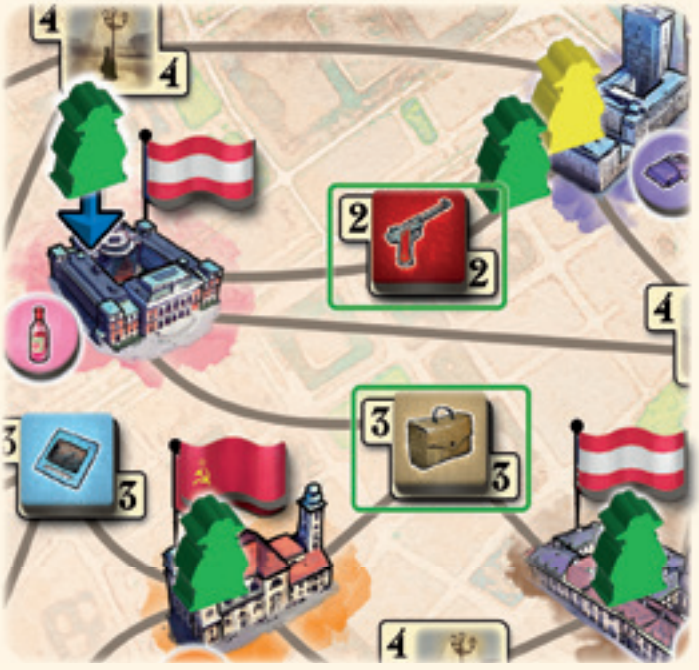
By strategically placing their agents on buildings, players may collect secret information tiles. A player collects a tile as soon as they have **1 of their agents on each building surrounding that square**. In other words: a player must have 1 of their agents on each building connected to that square by a road.

The player takes that **secret information tile** from the square, placing it next to their desk in plain view. Then, they immediately gain as many points as shown on the square (2, 3, or 4), advancing their scoring marker that number of spaces on the points track.

It is possible for a player to collect more than 1 secret information tile by completely surrounding more than 1 square with their agents during a single turn.

Notes:

- The number of points gained for a secret information tile always equals the number of agents needed to surround it.
- When surrounding an empty square, the player does not gain any points.



Example:
In the next round, Ulrich places his agent on the pink building, completely surrounding 2 squares.
He takes the secret information tiles Handgun (2 Pt.) and Briefcase (3 Pt.).
He places the 2 secret information tiles next to his desk, and advances his scoring marker 2 + 3 = 5 spaces.

Action IV:
Move 1 secret information tracking token 1 space to the right

The active player reveals the card assigned to **action IV** (rightmost card above their desk), and places it face up on the discard pile. Then, they **must** move **the matching secret information tracking token,** on its track of the secret information board, **1 space** to the right. They immediately gain **1 point** for **each of their secret information tiles** of the matching type per each space the tracking token moved. If they do not own any tiles of that kind, they do not gain any points.

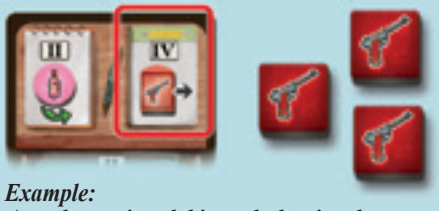
Notes:

- The players gain 1 point for each space they move the tracking token multiplied by the number of their tiles of the matching kind. If a player can move the tracking token more than once during their turn, they gain points for each time they do so. This also applies when using the abilities of cards in the drawers. Players are not obliged to use their abilities, that is optional.
- When a tracking token is moved to the last space of its track ("6"), it remains there for the rest of the game. Still, the players gain points for any further "virtual" spaces they would move this tracking token onto.

During the game, the **5 secret information tracking tokens** are moved to the right on their tracks, especially by using action IV. These tracks are divided in 6 areas (of values 1–6), by "thresholds". Whenever **a tracking token crosses such a threshold**, it reaches the next area. Area values are multipliers to be used in the final scoring (see below).

When any tracking token crosses a threshold for the first time in a round, **the investigator on the roof immediately moves 1 space to the right.** Then, flip the investigation tile to its reverse side (with the "X2"). This indicates the investigator on the roof has already been moved and, even if any more tracking tokens cross a threshold during the same round, it is **not** moved again.

Note: The investigator on the roof is never advanced more than 1 step per round!



Example:
Anna has assigned this card, showing the secret information Handgun on the top right. She moves the Handgun tracking token on its track 1 space to the right. She owns 3 Handgun tiles and thus gains 3 points. Even if any other players have Handgun tiles, they do not gain any points for this action.

Example:
Anna has obtained a Wine tile in phase II. The ability of this card in her drawer allows her to advance any tracking token on the secret information board 1 space. She decides to move the Slide tracking token, because she owns 4 Slide tiles. She gains 4 Pt..

3) City crest phase

After all players have finished their action phase, the investigation tile is flipped back to the side without the "X", if applicable.
Then, the first player passes the city crest token to their left neighbor. Check whether the end of the game has been triggered (see below).
The round is finished now, and if this was not the final one, the next round starts with **1) Card phase**.

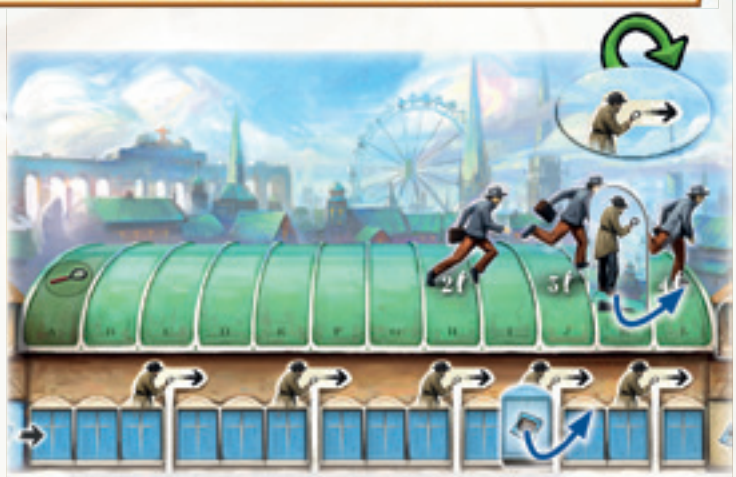
END OF THE GAME in the Introductory version

The progress of the investigator on the roof will trigger the end of the game. In **City crest phase**, check whether the investigator has reached the space corresponding to the current player count.

2	3	4
Space H	Space J	Space L

If the investigator has reached that space, play **one final round**, followed by **final scoring**. That is the end of the game.

Note: In the rare case that the investigator on the roof is unable to reach the space for triggering the end of the game (because all tracking tokens have reached the last space of their tracks), refer to page 15.



Example:
The tracking token for Slide has been moved 1 space, thus crossing a threshold. This means the investigator on the roof moves 1 space to the right (flip the investigation tile!), reaching space "L", triggering the end of the game in a 4-player game. After finishing the current round, play one final round and then proceed to final scoring.

Final Scoring

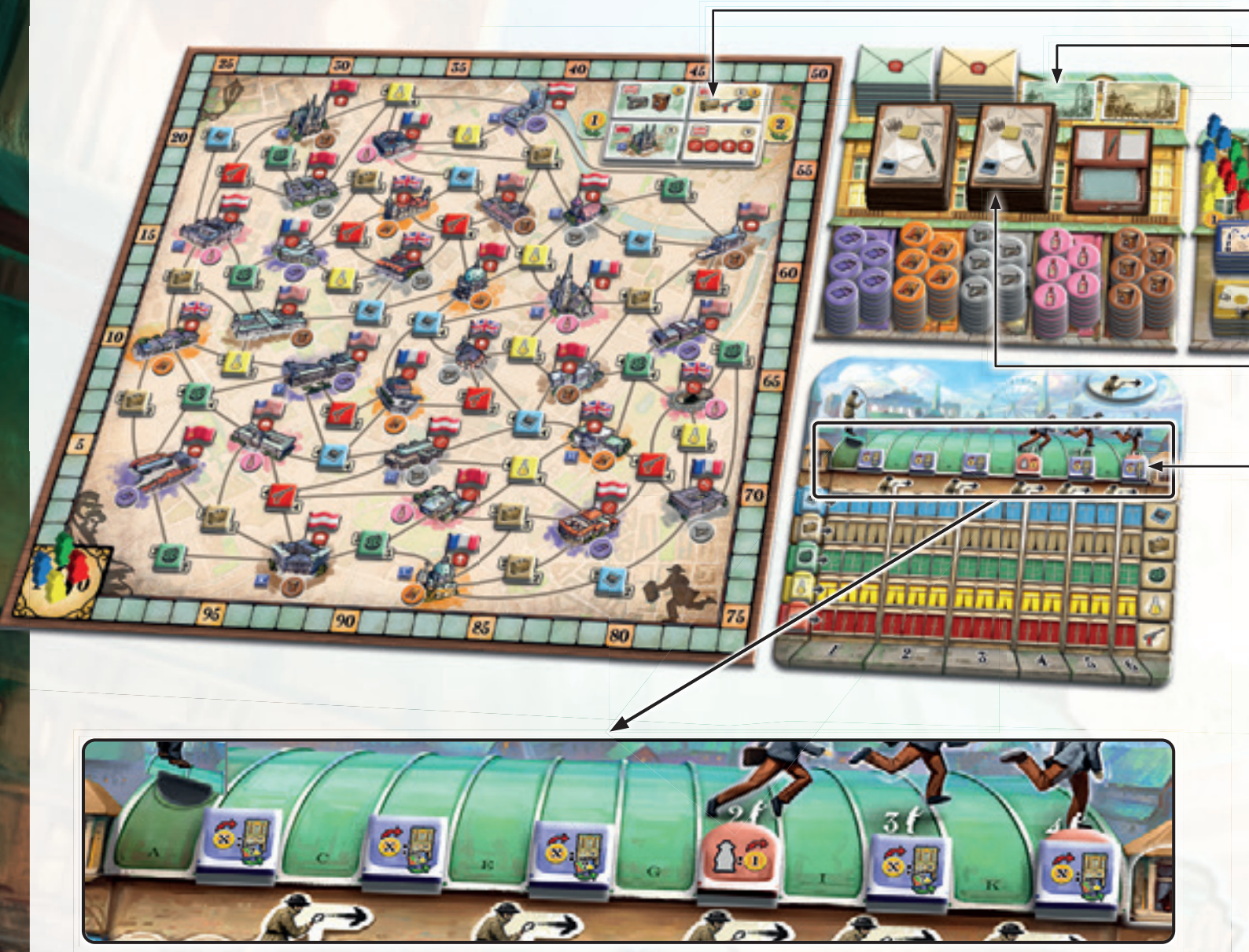
All players now gain points for their collected secret information tiles (which are added to those gained during the game):

- **10 Pt. for each set of all 5 different secret information tiles.**
- **1–6 Pt. for each secret information tile** a player owns, depending on the position of the matching tracking token: the number of points is indicated below the tracks.

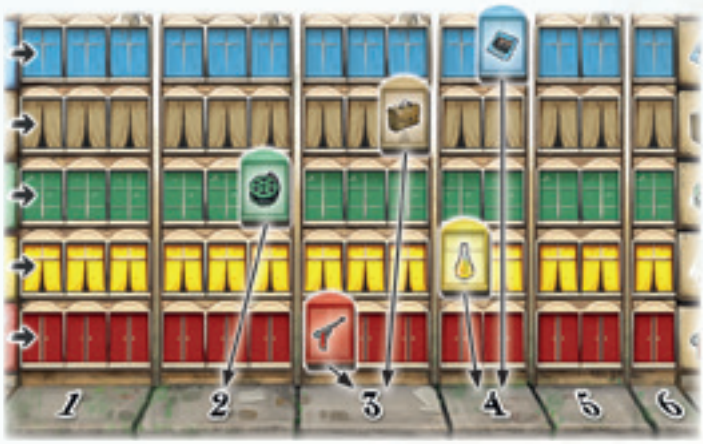
The player with the most points is the best leader of a secret agency and the winner of the game. In case of a tie for the most points, the tied player who owns more bribes is the winner. If the tie persists, the tied player who has more agents in Vienna (on the game board) is the winner. In the rare case that even then there is no winner, the tied player who is later in player order wins the game.

Note: After you have played the Introductory version a couple of times, you may want to try the Advanced version.
With new cards, missions, money, and special "desk tiles" the game will be more complex, more challenging, and even more interesting.

SETUP for the Advanced version



Example: Arrangement of the purchase and payday tiles in a 4-player game.



Example:
Anna owns the following secret information tiles at the end of the game:

In total she gains 60 additional points in the final scoring:

For 2 complete sets of 5 different secret information tiles: 20 Pt.

For her collected secret information tiles, according to their values on the secret information board:
4 × 4 (Slide) + 2 × 3 (Briefcase) + 2 × 2 (Microfilm) + 2 × 4 (Flask) + 2 × 3 (Handgun) = 40 Pt.

Follow the setup for the Introductory version with the following changes and additions:

1) Place the **game board** in the center of the playing area, the side with the Prater visible.

2) Place the **storage board** next to the game board, the symbol of the Prater visible.

3) Place the **next-door house board** next to the storage board.

4) Sort the **coins** by denomination and store them on the next-door house board.

5) Sort the **60 mission tiles** by "A", "B", and "S", shuffling them separately. Set aside the 5 "S" tiles. Place the "A" and "B" mission stacks face down on the storage board as two draw piles. Take 2 "A" tiles and place them face up on the left part of the Prater illustration, one below the other. Likewise, place 2 "B" tiles on the right part of the Prater illustration.

6) Shuffle all **90 cards** of the Introductory version (nos. 001 - 090) together with the **85 cards** of the Advanced version (nos. 091–175). Form 2 draw piles of similar size, placing them face down on the designated spaces of the storage board.

7) Place **5 purchase tiles** and **2 payday tiles** on the spaces of the roof of the **secret information board**, as indicated on the chart to the right.

2	Spaces B, C, D, G, H	Spaces E, H
3	Spaces B, C, E, I, J	Spaces G, J
4	Spaces B, D, F, J, L	Spaces H, L

8) Each player takes the following components:

- **1 desk** (same as before).
- **5 agents** (instead of 6), placing them above the desk.
- **3 more agents**, placing them on the next-door house board.
- **1 side table**, placing it next to the next-door house board.
- **4 desk tiles**, placing them on the designated spaces of the next-door house board.
- **1 shilling** as seed capital.
- **1 bribe each** of the 5 different colors (same as before).
- **1 random secret information tile** (same as before).
- **1 starting mission.** Mix the 5 "S" missions initially set aside, and randomly deal 1 to each player. Each player places their tile on a mission space of their desk.

Note: Each desk has 3 spaces for missions. With their side table, players can get an additional space for a fourth mission.

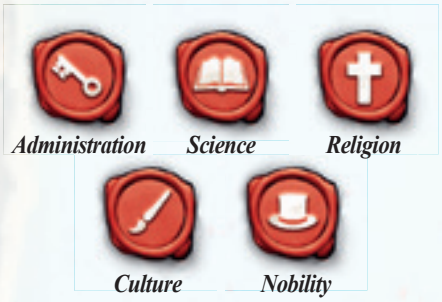
Return any remaining "S" missions and any other unused components (if less than 4 players) to the game box.

PLAYING the Advanced version

Use the rules for the Introductory version, with the following changes:

The buildings

In the Advanced version, **each building** has a **seal** as a third feature, besides nationality and background color. The seals are important for the missions and certain cards.10 of the buildings are additionally marked with little **blue "house number plates"**, with letters from A to L. These letters refer to 10 of the missions, which require you to have placed one of your agents on the exact building.



Example: This building belongs to the Science domain as shown by its wax seal.

Money

Money, available in coins worth 1 and 5 shillings, is used for the following purposes:

- The players must **pay their agents** on each of the **2 paydays**.
- The players receive **revenues** when they **accept** a mission and when they **resolve** it. This means the player receives money when taking a mission from the game board and placing it on their desk, and when they have resolved a mission showing a money reward.
- During **purchases**, the players may **hire additional agents**, **buy desk tiles,** and **a side table**.
- For money saved in their **cash box,** the players may gain additional **points at the end of the game**.
- Remaining money can be **decisive** as tiebreaker at the **end of the game**.

A game round

After the **Card phase** and the **Action phase** there is now a **Purchase or payday phase** in certain game rounds**.**
Each round ends as usually with the **City crest phase**.

Action III:

Note: If you do not want to place an agent on a building or cannot afford to do so, you may take any **2 identical bribes or 2 shillings**, from the common supply.

Purchase or payday phase

The investigator on the roof starts on space "A" as usual. As in the intoductory version, they move 1 space to the right not more than once per round, after any tracking marker has crossed a threshold for the first time in that round (remember to flip the investigation tile to its "X" side). Each time they reach a space with a purchase or payday tile, a **Purchase or payday** phase is performed before the **City crest phase**. As soon as the investigator reaches a space with a tile, place that tile on the investigation tile as a reminder.

Perform the purchase/payday in player order, starting with the player in possesion of the city crest. After all players have finished the **Purchase or payday phase**, return the tile to the game box.

Special rule for the round when the end of the game is triggered: There are always 2 tiles on the final space of the roof. Perform only the purchase in this round and place the payday tile on the right-hand oriel window as a reminder. The payday will be resolved in the **Purchase and payday phase** of the final round.

Note: In the rare case that the investigator on the roof is unable to reach the space for triggering the end of the game (because all tracking tokens have reached the last space of their tracks), refer to page 15.

Example:
The microfilm tracking token crosses a threshold. The investigation tile is flipped to its reverse side, and the investigator on the roof is moved 1 step to the right, reaching a space with a purchase tile. This purchase tile is placed on the investigation tile. So there will be a purchase phase, before the end of the current round.

Purchase

During each of the 5 purchase phases each player can do exactly **1 purchase**. They can hire 1 agent (of 3 initially available ones), 1 side table, or 1 desk tile (of 4 initially available ones).

1 Hire an agent (3x):
The player may hire 1 agent for **1 shilling**. They take their agent from the next-door house board, placing them in their **personal supply**. This agent can later be used just like any other agent.

2 Telephone (1x):
The player may buy their telephone for **2 shillings** *(in order to contact a whistle-blower)*. From now on the player always **draws 4 cards during the card phase, instead of 3**. They assign 3 cards as usual, and **discard the fourth one** without any effect.

2 Road map (1x):
The player may buy their road map for **2 shillings** *(to find the black market)*. From now on the player may use their bribes as money. During a **purchase or payday** they can pay with coins or bribes (1 shilling = 1 bribe of any kind).

Example:
Jan wants to buy his side table during the purchase, but has no money. He has previously purchased his road map, so he can pay the side table with 2 Wine and 1 Chocolate tiles.

2 Cash box (1x):
The player may buy their cash box for **2 shillings** *(for their dirty money)*. As of now they may put any money they earn into the cash box **the instant** they get it (e. g. for resolving a mission). They hide the money they want to save under the cash box tile, instead of keeping it in plain view on their desk.

Furthermore, they always receive **1 extra shilling** when resolving a mission, even if that mission yields no money as reward. This extra shilling **must** be placed in the cash box.

Any money in the cash box **cannot** be used during a purchase or payday. Furthermore, it is not allowed to put any money in there at a later time (only at the very moment you get the money).

Each shilling in the cash box is worth 1 point at the end of the game. The cash box can hold a maximum of 12 shillings. Once a player has reached this maximum, they do not get extra shillings anymore for completing missions.

Example:
Anna has resolved this mission. She receives 3 shillings for the mission, and decides to put 2 in her cash box, keeping 1 open on her desk for the next payday.
She gains 1 extra shilling that she must put in her cash box immediately.

!/ Note: You may not put any bribes in the cash box.

2 Seal (1x):
The player may buy a seal for **2 shillings** *(for their secret mail)*. As of now they gain 3 additional points for each resolved mission (even if that mission yields no points as reward).

3 Side table (1x):
The player may buy their side table for **3 shillings** *(for their bureau)*. They place it on the right side of their desk.
As of now they have 4 drawers for abilities and a fourth space for missions.

Payday

On a payday the players **must** pay **1 shilling** for **each of their agents on the game board**. If a player cannot pay all their agents, they must **remove each unpaid agent** from the game board, returning them to their personal supply.

As long as a player has enough money they **must** pay their agents. They **cannot voluntarily hold back** money to use it during the next purchase. (Reminder - they cannot use the money in their cash box!)

Important: A player having a **road map** may pay their agents with bribes instead of money. If they have no more money, they can still pay their agents with bribes. For each agent, the player decides whether to pay with money or bribes, and may decide to save money for later purchases. When having no more money and no more bribes, or not wanting to spend any more bribes, they remove unpaid agents as described above.

Example:
Katrin has 6 agents on the game board. She pays 5 shillings, chooses 1 agent she cannot pay and returns them to her personal supply.

Missions

When placing an agent on a building, during action III, players may **accept** or **resolve** mission tiles with a **flag** matching the building flag. You may do so when placing your agent, but not if they were already placed there in previous rounds!

The active player must decide whether they want to **resolve one or more missions** of that nation **or** they want to **accept 1 new mission** of that nation from those available on the game board. They cannot do both during a single turn.

When a player **accepts** a mission, they immediately receive an advance payment of **1 shilling** for an **"A"** mission and of **2 shillings** for a **"B"** mission, from the common supply. There is a reminder of this on the game board. They must then refill the display of missions by revealing a new one from the corresponding stack ("A" or "B") on the storage board.

A player must meet all the requirements for each mission they want to resolve. To do so, they do **not spend** any required bribes or secret information, but simply show they have them in their personal supply. A player may resolve more than one mission simultaneously, if they all belong to the nation controlling the building where the agent was placed. One single bribe token or secret information tile may be used to meet a requirement for several missions.

For each resolved mission, the player receives the **reward** shown on the **top right of the mission tile**. The advance payment is not deducted from this reward. Then, return the mission tile to the box.

Each mission has an **identification number** at the **bottom right**, so that it may easily be located in the addendum, which contains a detailed explanation of the different missions.

Example:
Jan has placed his agent on a building controlled by the USA. He has one USA mission already, which he could resolve now. However, he decides to accept a new mission from the game board (shown above), so he may later resolve both together. He places the mission on his desk and receives 2 shillings as advance payment.

Example:
In a later turn, Jan places an agent on another USA-controlled building. Now he can resolve both missions in one go. He shows the required components (they are not spent), with the single Flask and Handgun being used for both missions. As reward he gains 3 Pt. and 7 shillings.

END OF THE GAME in the Advanced version

The end of the game is triggered in the same way as before – that is, as soon as the investigator reaches the space marked for the current player count. That final space always has 2 tiles: the fifth purchase and the second payday. When the investigator enters that space, place the purchase tile on the investigation tile and the payday tile on the right-hand oriel window. Then, proceed as follows:

- Play the **fifth purchase** as usual after all players have finished their actions. Return the purchase tile to the game box, and leave the payday tile on the window. Proceed with the **City crest phase**.
- Then, play the **final round**.
- After the final round, all players check if they still have any missions on their desk. If so, each player **removes 1 of their agents** from the game board **for each of their unresolved missions**.
- Then, it is time for the second **payday**. The players must pay their agents on the game board as usual, **removing any agents they cannot pay**.
- This is followed by the **final scoring**.

Note: In rare cases, all the tracking tokens may reach their final spaces before the investigator reaches the space triggering the end of game.
As the investigator is no longer able to progress, and therefore to reach the space that would trigger the end of the game, the end of the game will be triggered by the last tracking token to cross the threshold into its final space.
Complete the current round and proceed with a final round and the final scoring. As usual, the last purchase is performed at the end of the current round, the last payday at the end of the final round!

Final Scoring

Players gain points for the following components they own (adding to those they gained during the game):

- **1 - 6 Pt. for each secret information tile**, according to the value of the area reached by the the matching secret information tracking token.

- **The number of desk tiles** (telephone, road map, cash box, seal):

1 tile	2 tiles	3 tiles	4 tiles
1 Pt.	3 Pt.	6 Pt.	10 Pt.

- **Points for dirty money in the cash box (max. 12): 1 shilling = 2 Pt.** (max. 24 Pt.). Then, return the dirty money to the game box.

- **Ranking by number of agents.** The more agents a player has **on the game board** the higher is their rank:

	1st rank	2nd rank	3rd rank	4th rank
♟♟	8 Pt.	0 Pt.	–	–
♟♟♟	12 Pt.	6 Pt.	0 Pt.	–
♟♟♟♟	12 Pt.	8 Pt.	4 Pt.	0 Pt.

In case of a tie for the number of agents, the tied player who owns more money on their desk has the higher rank. If the tie persists, the tied player who owns more bribes has the higher rank. If there is still a tie, add the points of the tied players' ranks and divide them equally.

The player with the most points is the best leader of a secret agency and the winner of the game.

In case of a tie for the most points, the tied player who owns more money on their desk is the winner.
If the tie persists, the tied player who owns more bribes is the winner.
In the rare case that even now there is no winner, the tied player who is later in player order is the winner.

Example:
At the end of a game with 4 players Ulrich owns the following components:

• Collected secret information tiles:
2 × 3 (Slide) + 2× 2 (Briefcase) + 3 × 4 (Microfilm) + 2 × 2 (Flask) + 2 × 5 (Handgun):
36 Pt.

• 3 desk tiles (Telephone, Cash box, Seal):
6 Pt.

• 3 shillings dirty money in his cash box:
6 Pt.

• 2nd rank in number of agents on the game board:
8 Pt.

He gains a total of 56 additional Pt..

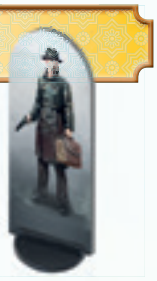
Assembly of the tables

Before your first game, prepare the player boards and side tables as follows:

1) Place the double sided stickers on the spots marked red in the picture on each player board and side table.

2) Then, fold up both halfs and press them against each other to glue them together.

EXPANSION 1: The third man



This expansion can be played with the Introductory and the Advanced versions of the game!

SETUP

During setup, the last player in player order places the Stefan Feld standee on a purple building of their choice.

GAMEPLAY

Stefan Feld wanders the roads from one building to the next and acts as a neutral agent, who may be used by all players to surround squares. When a player surrounds a square with the help of Stefan Feld, they take the surrounded secret information tile but gain 1 Pt. less because 1 less of their own agents was involved. Then, Stefan Feld wanders along one of the roads to the closest building with a **different background color**. He always wanders to the building with the **most streets leading away to squares with secret information tiles**, except if it has a gray background - he **never** enters such a building!

In case of several eligible buildings, Stefan Feld has the following preferences: A building with chocolate first, because he loves chocolate, then with coffee, followed by wine, and finally a magazine. Again, he **never** goes to a building with tobacco (gray), because he does not smoke!

EXPANSION 2: Stefan Feld Agents for all players

This expansion can only be played with the Avanced version of the game!

Important: For this expansion you need the "Stefan Feld standees" from the first 4 games of the ***Stefan Feld City Collection***.

SETUP

Each player takes the standee corresponding to their chosen player color, placing it in their personal supply together with their other agents: Hamburg = blue; Amsterdam = green; New York City = red; Marrakesh = yellow.

GAMEPLAY

The players may only place their Stefan Feld agent after having placed at least **5 of their own other agents** on the game board. However, they do not have to remove the Stefan Feld agent if the number of their agents drops below 5 after a payday. If they have already "unlocked" their Stefan Feld agent, they can still use it as usual, even if dropping under 5 agents after the first payday. However, if they have not unlocked it before the first payday, they will still need to meet the requirement of having placed 5 of their agents before placing their Stefan Feld agent.

A Stefan Feld agent acts like a "regular" agent of that player color, and helps to get hold of secret information tiles. On a payday, the players do **not pay him 1 shilling**, but must give him **1 purple Chocolate bribe**. If they cannot do so, they must return him to their supply.

Each Stefan Feld agent grants 2 abilities to the benefit of the player owning him:

- **Ability a)** is a **permanent** bonus. It is effective from the very start of the game, independently of where the Stefan Feld agent currently is.
- **Ability b)** is **triggered** only when **placing the Stefan Feld agent on a building in action III.**
  Exception for "Marrakesh": The ability is triggered when placing another agent on a Building adjacent to the Stefan Feld agent.

HAMBURG (Player color blue):

a) Each time you **resolve a mission with money as reward**, you receive **1 additional shilling.**

Note: The extra shilling of the cash box does **not** count for this.

b) When placing the "Hanseatic Broker" Stefan Feld on a building with the **Nobility seal** (top hat) you pay a **maximum of 1 bribe**.

NEW YORK CITY (Player color red):

a) Each time you **resolve a USA mission**, you may have **1 bribe less** than required (if bribes are required at all) and you **gain 1 additional point** for each USA mission you resolve, even if the actual reward does not include points.

b) When placing the "Mayor of New York" Stefan Feld on a building with the the the USA flag, you pay a **maximum of 1 bribe**.

AMSTERDAM (Player color green):

a) You always take **1 additional Coffee bribe** when taking a brown Coffee tile in action II.

Note: This applies to the bribe you take in action II only.
If you take more Coffee with abilities from cards you do not gain any additional Coffee.

b) Each time you **resolve a mission** after placing the "Dutch Bootlegger" Stefan Feld, you may use **1 brown Coffee bribe instead of any other required bribe** (if bribes are required at all).
Only 1 Coffee can be used this way when resolving missions, but it can be used for each mission when resolving more than one at a time.

MARRAKESH (Player color yellow):

a) When accepting a mission, your **advance payment** is always **increased by 1 shilling**.

Note: You also gain 1 shilling for accepting your starting mission at the start of the game.

b) You may **move** the "Moroccan nomad" Stefan Feld to an adjacent building (i.e. the buildings connected by two roads via one square) if you **place another agent** on a building adjacent to him. The building Stefan Feld moves to does **not** have to be adjacent to the building of your other agent. Only **after** moving the Stefan Feld agent, check if you have surrounded any squares and obtained any secret information tiles.

Note: You do not pay any bribes for moving the Stefan Feld agent, nor are you allowed to trigger any card abilites by this, as this kind of movement is not the same as placing an agent in action III!

Example:
Anna places her agent on the top-left pink building. This building is adjacent to the brown building where her Stefan Feld agent is (bottom right side). Thus she may move her Stefan Feld agent to a building adjacent to him.

She cannot move him to the orange building (bottom left side), because another one of her agents is already standing there.

She may move him to the purple building (top right side), thus surrounding the 2-points square with the handgun secret information tile, gaining that tile and 2 points.

She may also opt for NOT moving him, thus surrounding the 3-points square with the briefcase secret information tile, gaining that tile and 3 points.

VIENNA

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QUEEN GAMES

Stefan Feld

City Collection 5

VIENNA

ADDENDUM

Summary of icons

I *Action I*

II *Action II*

III *Action III*

IV *Action IV*

Colon in abilities

Before colon:
Requirement / condition / trigger

After colon:
Consequence / result / revenue

Depicted bribes / secret information must be of the same kind

Depicted bribes / secret information must be of different kinds

In player's possession

Obtain / take / gain

Pay / spend

Advance 1 space

Advance 2 spaces

Do not advance

+1 *Obtain / take / gain 1 additional ...*

X → Y *Use [X] as if it is [Y]*

X *X Points*

Place your agent (taken from your supply or by moving the agent) on ...

... a building with a specific background color (here: orange)/

... a building with a specific flag (here: USA)/

... a building with a specific seal (here: Nobility)/

... a building with at least one other player's agent

2 2 *"2" square on the game board*

3 3 *"3" square on the game board*

4 4 *"4" square on the game board*

2 *Draw 2 cards from the draw pile to your hand*

X *X shillings*

Seal: Nobility

Seal: Religion

Seal: Administration

Seal: Culture

Seal: Science

Bribe: Chocolate

Bribe: Wine

Bribe: Tobacco

Bribe: Magazine

Bribe: Coffee

Any bribe

Spend / pay 1 bribe less

Secret information: Briefcase

Secret information: Flask

Secret information: Slide

Secret information: Microfilm

Secret information: Handgun

Any secret information

Secret information tracking token: Briefcase

Secret information tracking token: Flask

Secret information tracking token: Slide

Secret information tracking token: Microfilm

Secret information tracking token: Handgun

Any secret information tracking token

Flag: France

Flag: Austria

Flag: USSR

Flag: United Kingdom

Flag: USA

General terms

Cards

Drawing Cards: In the **card phase**, each player draws 3 cards from the draw pile.

Discarding cards: In action I of the action phase, when placing 1 new card in the drawers when all are filled; in action II, when taking a bribe; in action IV, when advancing a secret information tracking token.

Placing a card in a drawer: In action I, players place the leftmost card above their desk in one of their empty drawers (see above if none is empty). They can use its ability from now on.

Using a card in the drawers: The players can use the abilities of the cards in their drawers for the action shown on the card. As long as a card is in a drawer, its ability can be used.

Taking a bribe: In action II, players take 1 bribe from the common supply as shown on the second card from left above their desk. There are 5 different bribes.

Advancing a secret information tracking token: In action IV, the players advance 1 secret information tracking token one space to the right, as shown on the rightmost card above their desk. There are 5 different kinds of secret informations, thus 5 different tracking tokens.

Game board

Buildings: There are 30 buildings on the map of Vienna. Each building has a distinctive background **color** and is controlled by a certain nation, shown by its flag. The 5 different **nations** use their controlled buildings as secret headquarters. When playing the Advanced version, each building also has its own **seal**.

Placing an agent on a building: In **action III,** the players place one of their agents on a building, by using either an agent from their personal supply or by moving one of their agents already on the Vienna map. To place an agent on a building they must pay 2 **bribes** of the depicted type.

Squares: The map shows 40 squares with the numbers "2", "3" or "4". The number always equals the number of streets leading away from the square to adjacent buildings.

Obtaining a secret information: If a player surrounds a square, by having 1 of their agents in each connected building ("adjacent"), they take the secret information tile from that square (if there is any). They gain 2, 3 or 4 points (= number of streets).

The streets: Streets connect squares for secret information tiles with their adjacent buildings.

Prater illustration (post card, ***Advanced version***): The available missions are placed on this illustration on the top right of the game board.

Other

Earning money: When playing the Advanced version, players earn money (Shillings) when accepting and resolving missions. They take the coins of that value from the common supply, placing them in plain view on their desk or hiding them in their cash box (if they have bought one).

Purchase and payday: When playing the Advanced version, players can hire more agents and improve their desk, with accessories and a side table. These improvements and hiring agents, as well as paying them on paydays, cost money that players return to the common supply from their personal supply (but never out of their cash box).

Summary of abilities from cards

There are usually 5 to 10 cards with similar abilities, differing only in 1 detail (for example, the kind of bribe).
The following icons are used when detailing the abilities in each card:

- ◯-Bribe = bribe of the depicted kind
- ▭-Building = building with the depicted flag
- ▯-Tracking token = secret information tracking token of the depicted kind
- -Building = building of the depicted color
- ⬡-Building = building with the depicted seal
- ▢-Secret information = secret information tile of the depicted kind

General Notes:

- A bonus gained by using a card ability (usually shown after a colon) can never trigger another bonus!
- The abilities from cards are **cumulative**. For example, if a player has a card granting a bonus when placing their agent on a purple building, and another one granting a bonus when placing their agent on a building controlled by France, they get both bonuses when placing their agent on a building with both features.

Cards of the Introductory version

001-010

Action II:
If you take 1 ◯ bribe, you take 1 extra bribe of the same kind.

Note: ***This applies to the bribe taken in action II only. You do not take another extra bribe with this ability, even if you take more bribes of the shown kind with abilities from cards.***

011-015

Action II:
If you take 1 ◯ bribe, you gain 2 Pt.

Note: ***This applies to the bribe taken in action II only. If you take more bribes of that kind with abilities from other cards you do not gain any points.***

016-020

Action II:
If you take 1 ◯ bribe, you advance any 1 secret information tracking token of your choice 1 space.

Note: ***This applies to the bribe taken in action II only. If you take more bribes of that kind with abilities from other cards you do not advance any tracking token.***

021-025

Action III:
When placing your agent on a -building, you take 1 bribe of your choice.

026-030

Action III:
When placing your agent on a -building, you gain 3 Pt.

031-035

Action III:
When placing your agent on a -building, you advance 1 secret information tracking token of your choice 1 space.

036-045

Action III:
When placing your agent on a -building, you pay 1 bribe less.

Note: ***By combining appropriate abilities, you may reduce the cost for placing your agent on a building to "0" bribes. You never receive any payoff, even if you could further reduce the cost.***

046-055

Action III:
When placing your agent on a -building, you take 1 bribe of your choice.

056-060

Action III:
When placing your agent on a -building, you gain 3 Pt.

061-065

Action III:
When placing your agent on a -building, you advance 1 secret information tracking token of your choice 1 space.

066-075

Action IV:
When advancing the -token, you take 1 bribe of your choice.

076-080

Action IV:
When advancing the -token, you gain 2 Pt.

081-085

Action III:
When placing your agent on a building with one or more other players' agents, you take 2 -bribes.

086-090

Action III:
When placing your agent on a building with one or more other players' agents on it, you gain 5 Pt.

Additional cards of the Advanced version

091-100

Action III:
When placing your agent on a ⬡-building, you pay 1 bribe less.

Note: ***By combining appropriate abilities, you may reduce the cost for placing your agent on a building to "0" bribes. You never receive any payoff, even if you could further reduce the cost.***

101-110

Action III:
When placing your agent on a ⬡-building, you take 1 bribe of your choice.

111-115

Action III:
When placing your agent on a ⬡-building, you gain 3 Pt.

116-120

Action III:
When placing your agent on a ⬡-building, you advance 1 secret information tracking token of your choice 1 space.

121-125

Action III:
When placing your agent on a building with one or more other players' agents on it, you pay 1 bribe less.

Note: ***By combining appropriate abilities, you may reduce the cost for placing your agent on a building to "0" bribes. You never receive any payoff, even if you could further reduce the cost.***

126-130

Action III:
When placing your agent on a building with one or more other players' agents on it, you immediately draw 2 cards into your hand for the next round.

Note: ***You still draw 3 cards in the next card phase. Then, choose 3 cards of your 5 hand cards to place above your desk as usual, placing the other 2 cards face up on the discard pile.***

131-135

Action III:
When obtaining a ▢-secret information, you take as many different bribes of your choice as the player count.

Example:
Jan has card no. 131 (shown in the picture above) in one of his drawers and obtains a Briefcase in action III. This is a 3-player-game, and he decides to take 1 each of Coffee, Chocolate, and Magazine.

136-140

Action III:
When obtaining a ▢-secret information, you gain 8 Pt.

Note: ***You gain these points additionally to those printed on the square from where you take the secret information tile.***

141-145

Action III:
When obtaining a ▢-secret information, you advance the associated ▢-token 2 spaces.

Example:
Anna has card no. 141 (shown in the picture above) in one of her drawers, and obtains a Handgun in action III.
She now owns 3 Handguns. By advancing the Handgun tracking token 2 times, she gains 2 x 3 Pt. = 6 Pt.

146-155

Action III:
You may pay ◯-bribes instead of any other bribes.

Note: ***This applies to action III only when placing your agent on a building.***

156-165

Action IV:
Instead of advancing the shown -token, you may advance any other token of your choice 1 space.

171

Action III:
When obtaining a secret information tile from a "2" square, you take any 2 bribes of the same kind.

173

Action III:
When obtaining a secret information tile from a "4" square, you take any 4 bribes of the same kind.

166-170

Action III:
When obtaining a secret information tile of a kind you do not have, you gain 5 Pt.

Note: ***You gain these points additionally to those imprinted on the square from where you take the secret information tile.***

172

Action III:
When obtaining a secret information tile from a "3" square, you take any 3 bribes of the same kind.

174-175

Action III:
When obtaining a secret information tile, you take any 1 bribe of your choice.

Missions

There are 3 categories of missions: 5 "S" starting missions, 30 "A" missions, and 25 "B" missions.
They have different numbers at the bottom right on their front sides and have different back sides.

Front side of starting mission

Reverse side of starting mission

Front side of mission category A

Reverse side of mission category A

Front side of mission category B

Reverse side of mission category B

Anatomy of missions:

Top left: Stamp

At the top left, each mission has a "stamp" showing 1 of the 5 flags. Only if the player has placed one of their agents on a building controlled by the same nation as shown by the stamp, they may:

- **Accept 1 mission** of that nation, i. e. take it from the game board and place it on an empty mission space of their desk. They receive an advance payment of 1 shilling for "A" missions, and of 2 shillings for "B" missions.

or

- **Resolve 1 or more missions** of that nation if they meet all their requirements.

Top right: Reward

At the top right, each mission shows the reward awarded when resolved. This includes money players take from the common supply and/or points they immediately score by advancing their scoring marker.

Center: Requirements

To resolve a mission from their desk, a player must meet the requirements shown in the center of each mission. There are 4 categories of requirements as explained on the following page.

Seals:
S-01 to S-05; A-16 to A-20; B-21 to B-25

To resolve these missions, the player must have at least one of their agents on buildings with these seals. If the same seal is shown more than once on a single mission, the player must have agents on the corresponding number of these buildings. However, if the same seal is shown on different missions being resolved simultaneously, the same agent on such a building counts for different missions.

Example:
Katrin has missions S-01 and A-16 (see above). During action III she has placed one of her agents on a building controlled by France (flag) having a Religion seal. Two of her agents are already standing on buildings with the Nobility seal. Thus she can resolve both missions simultaneously during her turn, gaining a total of 5 shillings from the common supply and 2 Pt., advancing her scoring marker accordingly.

Bribes:
A-01 to A-15

To resolve these missions, the player must have all of the shown bribes. They do not spend them, just prove that they own them. If the same kind of bribe is shown on different missions being resolved simultaneously, it is sufficient to own only 1 of that kind.

Buildings:
A-21 to A-30

To resolve these missions, the player must have their own agent on that building. For easy identification, these buildings are marked with little blue "house number plates", with letters from A to L.

Note: ***To avoid confusion with actions with Roman numbers, the letters I and J are not included in the house number plates.***

Secret information:
B-01 to B-20

To resolve these missions, the player must have all of the shown secret information tiles. They do not spend them, just prove that they own them. If the same kind of secret information is shown on different missions being resolved simultaneously, it is sufficient to own only 1 of that kind.

Example:
Ulrich has missions B-03, B-14, and B-20 (see above).

During his turn, he has placed one of his agents on a building controlled by Austria (flag).

Currently he owns the following secret informations:
1 Briefcase, 1 Slide, 1 Microfilm, 1 Flask, 2 Handguns.

Thus he can resolve missions B-03 and B-14 simultaneously during his turn, gaining 1 shilling from the common supply and a total of 13 Pt., advancing his scoring marker accordingly.

Despite having the required secret informations he cannot resolve mission B-20, because he has not placed his agent on a building controlled by the USA (flag) this turn!

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